

Invasion (Game Mode)

This mode is a variation of [shooter](#) and [coop](#) game play. A team of human players is defending itself from invading alien creatures forming the opposing team, which is trying to kill the players. The attack is proceeding in ongoing waves of more and more aliens being dropped onto the map. This mode cannot actually be won, but only endured for as long as possible. The match ends when no more players are active. This mode is offered by [Unreal Tournament 2004](#).

[Back to the games database](#)

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